Game Music

"FINAL FANTASY CRYSTAL CHRONICLES"

Original Soundtrack

All Music Composed, Arranged & Produced by Kumi Tanioka
Piano Arranged by Kumi Tanioka

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FINAL FANTASY CRYSTAL CHRONICLES
Newly written and arranged by composer Kumi Tanioka!!
DOREMI

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This piano composition is an edited complation of 32 songs from the Final Fantasy Crystal Chronicles soundtrack.
I wanted to be as faithful as possible to the original music regardless of the difficulty, so some parts may be difficult to play.
Conversely, some of the songs I rearranged for piano may feel a bit different in nuance from their originals.
Despite this, there is no need to play these songs faithfully. I tried to avoid marking down intensity dynamics as much as possible.
I hope this collection of songs reminds you of the world of Final Fantasy Crystal Chornicles, enjoy playing these songs and have fun.

by Kumi Tanioka

1.Echo Of Memories — P.04
This song is one of the leitmotifs that symbolizes the game, and plays on the title screen.
In fact, a song using this leitmotif plays when you fight the final boss. This song has a gentle and sad feeling.

2.Sound of the Wind — P.05
This is the game's main theme. I created this song to encourage players about to embark on their journey, to make them feel energized. The first part is like the silence of dawn, and the rest has a good tempo and energy.

3.Serenity — P.10
The theme of this piece is "serenity", as the name suggests. This piece has a swaying, floating feeling.

4.Today Arrives, Becoming Tomorrow — P.11
This song plays on the world map. I wanted to create a song that would play casually, like the "air" floating around the world. I hope playing this invokes memories of your childhood.

5.The First Village — P.12
This is the song of the player's hometown, where the player will return many times throughout the game. I tried to create an atmosphere where the player's family lives their daily lives peacefully with the power of the myrrh drops. This song has a slightly cheerful and playful tone.

6.Departure — P.14
This song sets the stage for your first journey. It's slightly harsh, foreshadowing the various events that will happen during the journey. Try to play it with a constant tempo in your left hand and feel the melody.

7.Clouds on the River's Surface — P.16
This song is the theme of the river banks, a man, and his ship. Imagine a slowly flowing river, a gentle breeze, and a quiet landscape while playing.

8.Twilight of Dreaming — P.18
This song is a somewhat fantastical song about a forest full of mushrooms. I created this with the nostalgic thought of plucking a marimba. This song has the feeling of you being in a quiet forest from another world.

9. Shudder, Monster P.22
This is the theme of a dungeon inhabited by very cunning, but also very foolish, little monsters. I made this song with a sense of humor and idiocy in mind. It may be difficult to get the tempo right, but enjoy the humor as you play.

10. If There's Three of Us...? P.26
This song is about three very silly thieves. They're serious about what they do, but everything is poorly planned!... This song has a humorous feeling.

11. End of the Tale P.28
This song plays on the game over screen.

12. Maggie, My Everything P.30
This is the theme of Moschet Manor, where Jack and his wife, Maggie, constantly argue. In the first half, Jack is complaining; in the second half, Maggie snaps back, saying, "What's wrong? Is there a problem?" The Tonberry chefs stare blankly at the scene. This is the kind of song you think it is. Enjoy playing it.

13. Amidatty and Eleonor P.34
This song is the theme of the village of magic. It has an academic atmosphere. Try to feel the three beats while playing.

14. Promised Wealth P.40
This is the song for the sluice dungeon. The parts where you have to swap left and righ are a little difficult, but try your best to play it.

15. A Gentle Wind Blows P.44
This song is about a farming village. It's peaceful, gentle and somehow nostalgic. I created this song to capture that atmosphere. This song has a slow and leisurely feel.

16. Goblin's Lair P.46
This song is about a dungeon where strict monsters live. I tried making it into a sort of military march. The duet in the latter half is a little difficult, but try your best to play it.

17. Water of Life P.50
This song plays when you beat a dungeon and collect myrrh from the myrrh tree. This song has a pure and happy feeling.

18. I'm a Moogle P.51
This is the well-known "Moogle" song. This time, he's delivering letters from your family during your journey.

19. Annual Festival P.52
By bringing back a chalice full of myrrh, the village can survive another year. This is a song of joy and celebration. Enjoy playing along to the rhythm.

20. My Home P.54
This song plays when visiting a Moogle's house, which are hidden across the world... Moogles relaxing at home... It might be nice to imagine that while playing...!?

21. Surrender to "Freedom" P.55
This song is about the free people, the Selkie village. It has a somewhat difficult 7-beat rhythm, but it has a powerful tone, like the Selkie people.

22. Oh, Light...! P.58
This is the theme of a man who is struggling with his life. For what reason? What for and why? Try to play this piece as if you're pouring your frustrations out on the piano.

23. Strength in Sadness P.61
This is the theme of a princess who's thinking about her life. This song has a sad and quiet feel.

24. A Time to Smile P.62
A lively song that makes you feel as if the whole town laughing. Enjoy playing along to the rhythm.

25. Mag Mell P.64
A song about a mysterious world. It may be a little difficult to get into, but the more you play it, the more you'll get the feel for it.

26. Across the Divide P.67
This song is the theme for the final dungeon, just before we get to the heart of the matter. It evokes the thought of a harsh and difficult journey. It's a little difficult, but give it a try.

27. Thoroughly Blue P.72
This song is about the final cutscene where the miasma clears. I hope it leaves you with a sense of fulfillment, as if every corner of your mind is clear.

28. Starry Night P.75
This is the ending theme of the game. It's a song about reminiscing about your journey and being lost in thought. It has a slow, quiet and gentle feeling.

29. Orgel of Water P.80
This is the other song that symbolizes the game. My work started with this song. I hope that people will remember it and play it whenever they feel like playing something.

30. Sound of the Wind (with Lyrics) P.81
This is the version for playing and singing. Feel free to play along with the way you sing.

31. Starry Night (with Lyrics) P.88
This is the version for playing and singing. Feel free to play along with the way you sing.

32. Monster's Dance -Rondo- (Duet) P.94
This is a piano duet. The rhythm is difficult and it's hard work, but piano duets are fun. Try practicing with a friend.

Echo of Memories

Sound of the Wind

♩=105

A

mp

8va

mf

B
C
f

D
mf
E
F
f

G

Serenity

♩=90

mp

D.C. & Fade Out

Today Arrives, Becoming Tomorrow

♩ = 75

A

mf

1.

2.

B

D.C. & Fade Out

The First Village

♩=85

Intro

mf

sempre

A

8va

(8va)

(8va)

pp

mf

(8va)

semple

8va

D C & Fade Out

Departure

♩=85

A

mf

B

D.C & Fade Out

Clouds on the River's Surface

♩ = 110

Intro

mf

A

D.C. & Fade Out

Twilight of Dreaming

B

C

D

simile

mp

simile

D.C. & Fade Out

Shudder, Monster

♩=110
Intro.

mf

A

B

C

D

8va

8va

8va

8va

D.C. & F.O.

If There's Three of Us...?

8va

Repeat & F.O

End of the Tale

Maggie, My Everything

♩=130

Intro

mf

A

1.

2.

B

A

D.C. & F.O.

Amidatty and Eleonor

♩=100
A
8va
mf

B

A'

8va

pp

C

D

E
8va
8va

8va
F
D.C. & F.O.

Promised Wealth

♩=120

A

f

1.

B

mp

mf

2.

C

3.

D

8va

mp

sempre legato

D.C & Fade Out

A Gentle Wind Blows

♩=90
Intro.
mf
sempre
A

mp

D C & Fade Out

Goblin's Lair

B

1.
2.
C

D
mf

F

f

D.C & Fade Out

Water of Life

♩=90

Intro.

mp

8va

A

8va

pp

B

p

8va

ppp

I'm a Moogle

♩=90

Intro

A

mf

B

8va

Repeat & F.O

Annual Festival

A

D.C & F.O.

My Home

Repeat & F.O.

Surrender to "Freedom"

♩=155

Intro.

f

A

A'

Repeat & F.O.

Oh, Light...!

A
B
8va

D C & FO

Strength in Sadness

♩=70

Intro.

p

8va

ppp

A

D.C & F.O.

A Time to Smile

♩=93
A

f

B

mf

f

D.C & FO

Mag Mell

♩=80

A

mf

pp

B

mf

C
8va
A
mf
pp

D

mf

8va

D.C & FO

Across the Divide

♩=85

Intro.

ff

A

pp

B

f

8va

A

C
mf

ff

Repeat & F.O.

Thoroughly Blue

♩=80

Intro.

mp

8va

rit.

♩= 105
A
mf
f
B
ff

Starry Night

♩=76
Intro.
mp
A

B

mf

C

D

f

mp

a tempo

rit.

E

mf

Orgel of Water

With Lyrics

Sound of the Wind

Lyrics: Masaaki Kataoka Composer: Kumi Tanioka

煌く星空は夢の躍に
漂ってる私へと語りかける

さざめく風の鎖は扉の開く鍵
いま始まる物語の開く鍵

羽ばたく鳥たちも陽を浴び飛んで行く
さあ旅立つ時が来た
迷わずに行け

大丈夫と朝焼けの空は言った

揺らめく心の奥に
隠れては見える
溢れる思い出を抱えて

振り返るな朝焼けの空は言った

はてなき山の向こうに
隠れては見える
かすかな光まで歩いて

はてなき空の向こうに
隠れては見える
確かな未来図を求めて

♩=85 Intro.

A

き ら め く ほ しぞら は ゆ め の ま ど ろ み に

た よ っ て る わ た し へ と か た り か け る

8va

♩=105

B

mf

C

さ さめ く か ぜのね は こ びら の ひ らくね い

ま はじーまる の ひら

く ね

8va

は ばた く

たち　そ　ひ　を　あ　と　でゆく

あ　た　び　た　つ　きが　き　た　ま　よわ

ゆ

D

と　あさやけの　そ　ら　は

E

F
mf
G
ふ ・か え・る な あ さ や け の そ ら は い

H

はてなき

やまのむこう…　か

れこは　みーこうすうな

ひかりまで　あるい

1

て は て な き　そ ら の む こ う に

か く　れ こ は　み え る

た し か な　み ら い ず を

も と め て ー

With Lyrics

Starry Night

Lyrics: Masaaki Kataoka　Composer: Kumi Tanioka

潮風に向かい
目を閉じれば

想いを馳せる
蒼い水際

遠くわだつみ越えたからだを
いまはただ癒したい

言葉はなくとも
目を合わせれば

通いあった心
信じあえた夢

てのひらを差し伸べてくれた仲間たちに
お礼を —— ありがとう

歩みを止めそうになった
ときに浮かんだ母の顔

家族のもとへいますぐ帰りたい
涙こらえた星月夜

旅立った頃の
自分と比べれば

強くなってるかな？
だったら少し嬉しい

月なき夜も
照らしあえば
歩み続けられる道

光あふれる星月夜

♩=76

Intro.

A

mp

お さ ぜ に む か い

を と じ れ ば お もいを はせ る あ

おいこかげ と おくわだ つみ
え たからだを いまはた
だ いやし たい

B

ことばは なく とも めを あわせれば

か よいあった こ ころ しんし あえた ゆ

め て のひらを さしのべ てくれ

た なかまたちに おもい

を ありがとう

C
L.H
L.H
D
あ ゆみ を と め そー
なっ た ー
と きに ー う か ん だ は は の かお

a tempo
E
mp
rit
mf
くらべれば

ったら すこし うれしい ヘ きなきよる もてら

！ あくぼ あ ゆみつ づけ られ

え ん と ひ か！あ ふ れるま

し つ きよー

mp

rit.

Monster's Dance ~Rondo~ (Duet)

Second

♩=170

Intro

II

f

A

Monster's Dance ~Rondo~ (Duet)

Primo

B

B

C
8va bassa

C

1.
mp
f
f
D
2.

1.

D 2.

8va bassa
E

E

Game Music

Final Fantasy Crystal Chronicles

Original Soundtrack

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